## SEA VIKING 04









# Main Planning Conference (MPC) SV 04 Capabilities Seminar

**Admin Paper** 



*Introduction*. On 10-11 Mar 2004, Wargaming Division, Marine Corps Warfighting Laboratory (MCWL) will conduct the Main Planning Conference for the *Sea Viking 04(SV 04)* Capabilities Seminar.

**Background**. Recent wargaming efforts have highlighted the challenge of overcoming future anti-access area denial capabilities. As a result, JFCOM in collaboration with the services has been tasked with developing the forcible entry capability enhancements required to overcome potential range of anti-access/area denial strategies. As a separate initiative, the Marine Corps established the SEA VIKING campaign to develop and assess future Sea Based Marine Expeditionary Brigade (MEB) capability sets, Expeditionary Strike Group/Force (ESG/F) capability sets, and Sea Based C2 capability sets required for joint forcible entry operations. SV 04 Capabilities Seminar, scheduled for 17-21 May 04, is the first spiral in the SEA VIKING Advanced Warfighting Experiment (AWE) pathway. Capabilities Seminar products will be discussed during a Executive Level Seminar (CMC/CNO chair) on 26 May and incorporated in the Simulated Supported AWE which will be conducted in 18-29 Oct 04. The final spiral will conclude with another Senior Leader Seminar on 5 Nov.

*SV 04 MPC Objective.* Refine the plan to examine Baseline 2015 MEB, 2015(+) Future Marine Expeditionary Brigade(FMEB), Standing Joint Task Force Forcible Entry – SJTF (FE), and Joint Forcible Entry Operations (JFEO) concepts

SV 04 MPC Tasks. Approve Game Design, Establish CONOPS teams, Approve Game Billet Structure, Inform of Seminar events, Identify issues

Coordinating Instructions. All CONOPS teams will be expected to give a 15 minute update briefs on their CONOPS and each service/command will be expected to give a 5-10 minute update brief on their service/command SEA VIKING objectives. Mar 5<sup>th</sup> is the deadline for the CONOPS teams to have all their names for the planning teams. Time and rooms will be set aside for the CONOPS teams to meet during the MPC.

#### **Administrative Information.**

- *Who.* Attendance at this event is by invitation only and registration is not required. RSVP via email to: <a href="mailto:ButlerTT@mcwl.quantico.usmc.mil">ButlerTT@mcwl.quantico.usmc.mil</a>
- *When*. 10-11 Mar 04. Event check-in will be from 0830-0900 on 10 Mar, briefings will commence at 0900 on the 10<sup>th</sup> and 0830 on the 11th. For travel planning purposes, the MPC will conclude no later than 1600 on 11 March.
- *Location.* The workshop will be held in Ellis Hall, Quantico, VA. Follow signs to Marine Corps University (MCU). While facing Breckinridge Hall, Ellis Hall is connected to Breckinridge on the left. See map below.
- *Hotels*. It is recommended that individuals make their own reservations as soon as possible. See map below
- Security Classification. The MPC and scenario will be unclassified.
- *TAD Funding*. All participants are to provide their own funding for this workshop.
- Conference Fee. None
- *Attire*. Military: Uniform of the day, Civilians: business casual.
- *Messages.* (703) 784-3276/77
- Workshop Schedule. TBA.
- *Contact Information*. You may obtain more information for this event by contacting one of the individuals listed below.
  - Major Todd Butler

SV 04 Project Officer, Wargaming Division, MCWL, Quantico

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#### **Directions on next page**

### **Directions**

